



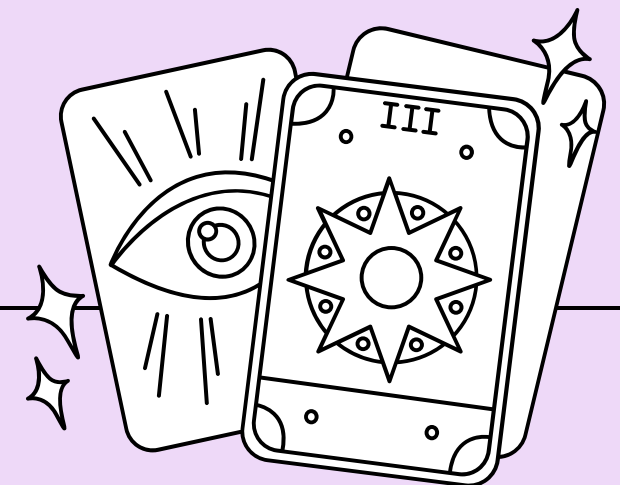
Word Chain Game

by Ewa Slowinska & Anika Zerkowska



Features of the game

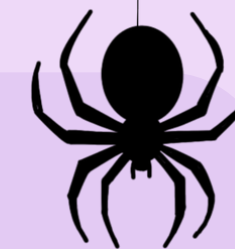
- ☾ Operates like a simple word chain game
- ☾ Based on wordbank of legal words (>30k)
- ☾ The machine draws random words from a pool of 5k options
- ☾ Checks whether the player's word matches with the word the machine gave
- ☾ Prevents the player from responding with more than one word
- ☾ Has a timeout of 3 seconds



Technicalities

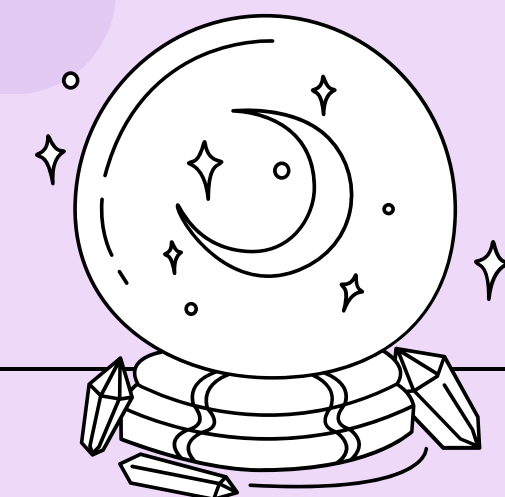
UPLOADED ON GITHUB

ORIGINAL DESIGN



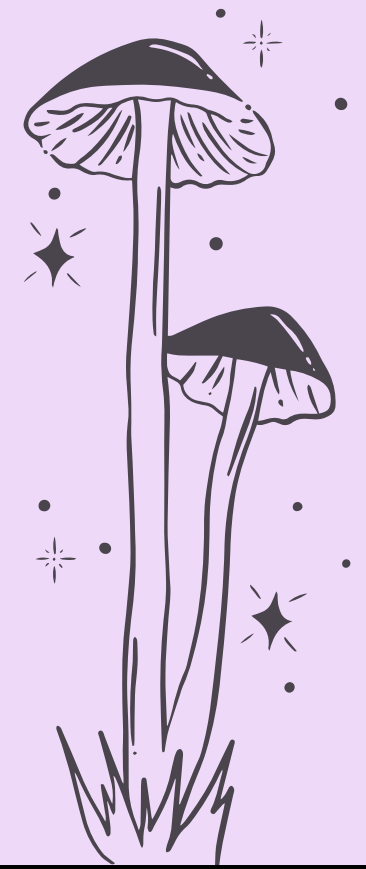
JAVASCRIPT, PYTHON,
HTML, TYPESCRIPT, CSS

STATECHART



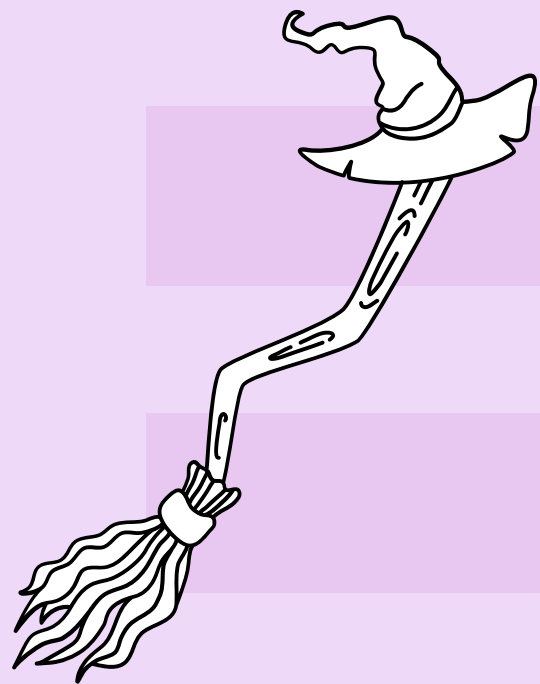
Encountered challenges

- 🧙 Problems with conditions and implementation of different types of errors
- 🧙 Showcasing a different image during a specific state
- 🧙 Displaying voice output/input on the screen
- 🧙 Coreferencing the files



Relation to course content

STATECHART IMPLEMENTATION



APPLYING TIMEOUT


USING THE LANGUAGES WE HAVE LEARNT

NAVIGATING GITHUB

Possible improvements

- ✦ Possibility to choose the level of difficulty while playing
- ✦ Showing a list of used words
- ✦ Expanding both wordbanks with more words
- ✦ Handling the situation in which the user's input is ambiguous
- ✦ Adding categories





Thank you!

NOW ONTO THE GAME...
